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INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY

(Chapter II of the Patent Cooperation Treaty)

(PCT Article 36 and Rule 70)

Applicant's or agent's file reference 43178/14 AH	FOR FURTHER ACTION	See Form PCT/IPEA/416
International application No. PCT/NZ2004/000319	International filing date (<i>day/month/year</i>) 9 December 2004	Priority date (<i>day/month/year</i>) 9 December 2003
International Patent Classification (IPC) or national classification and IPC Int. Cl. ⁷ A63C 19/00		
Applicant GARDINER, Adrian Blair		

1. This report is the international preliminary examination report, established by this International Preliminary Examining Authority under Article 35 and transmitted to the applicant according to Article 36.
2. This REPORT consists of a total of 3 sheets, including this cover sheet.
3. This report is also accompanied by ANNEXES, comprising:
 - a. ☒ (*sent to the applicant and to the International Bureau*) a total of 3 sheets, as follows:

☒ sheets of the description, claims and/or drawings which have been amended and are the basis for this report and/or sheets containing rectifications authorized by this Authority (see Rule 70.16 and Section 607 of the Administrative Instructions).
☐ sheets which supersede earlier sheets, but which this Authority considers contain an amendment that goes beyond the disclosure in the international application as filed, as indicated in item 4. of Box No. I and the Supplemental Box.
 - b. ☐ (*sent to the International Bureau only*) a total of (indicate type and number of electronic carrier(s)) , containing a sequence listing and/or table related thereto, in computer readable form only, as indicated in the Supplemental Box Relating to Sequence Listing (see Section 802 of the Administrative Instructions).
4. This report contains indications relating to the following items:

<input checked="" type="checkbox"/> Box No. I	Basis of the report
<input type="checkbox"/> Box No. II	Priority
<input type="checkbox"/> Box No. III	Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
<input type="checkbox"/> Box No. IV	Lack of unity of invention
<input checked="" type="checkbox"/> Box No. V	Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
<input type="checkbox"/> Box No. VI	Certain documents cited
<input type="checkbox"/> Box No. VII	Certain defects in the international application
<input type="checkbox"/> Box No. VIII	Certain observations on the international application

Date of submission of the demand 29 June 2005	Date of completion of the report 31 October 2005
Name and mailing address of the IPEA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaaustralia.gov.au Facsimile No. (02) 6285 3929	Authorized Officer J. W. THOMSON Telephone No. (02) 6283

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INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY

International application No.

PCT/NZ2004/000319

Box No. I Basis of the report

1. With regard to the language, this report is based on the international application in the language in which it was filed, unless otherwise indicated under this item.

☐ This report is based on translations from the original language into the following language which is the language of a translation furnished for the purposes of:

☐ international search (under Rules 12.3 and 23.1 (b))

☐ publication of the international application (under Rule 12.4)

☐ international preliminary examination (under Rules 55.2 and/or 55.3)

2. With regard to the elements of the international application, this report is based on (*replacement sheets which have been furnished to the receiving Office in response to an invitation under Article 14 are referred to in this report as "originally filed" and are not annexed to this report*):

☐ the international application as originally filed/furnished

☒ the description:

pages 2-24 as originally filed/furnished

pages* 1 received by this Authority on 21 July 2005 with the letter of 21 July 2005

pages* received by this Authority on with the letter of

☒ the claims:

pages as originally filed/furnished

pages* as amended (together with any statement) under Article 19

pages* 25-26 received by this Authority on 19 July 2005 with the letter of 19 July 2005

pages* received by this Authority on with the letter of

☒ the drawings:

pages 1-4 as originally filed/furnished

pages* received by this Authority on with the letter of

pages* received by this Authority on with the letter of

☐ a sequence listing and/or any related table(s) - see Supplemental Box Relating to Sequence Listing.

3. ☐ The amendments have resulted in the cancellation of:

☐ the description, pages

☐ the claims, Nos.

☐ the drawings, sheets/figs

☐ the sequence listing (*specify*):

☐ any table(s) related to the sequence listing (*specify*):

4. ☐ This report has been established as if (some of) the amendments annexed to this report and listed below had not been made, since they have been considered to go beyond the disclosure as filed, as indicated in the Supplemental Box (Rule 70.2(c)).

☐ the description, pages

☐ the claims, Nos.

☐ the drawings, sheets/figs

☐ the sequence listing (*specify*):

☐ any table(s) related to the sequence listing (*specify*):

* If item 4 applies, some or all of those sheets may be marked "superseded."

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INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY

International application No.
PCT/NZ2004/000319

Box No. V Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

1. Statement

Novelty (N)	Claims 1-13	YES
	Claims	NO
Inventive step (IS)	Claims 1-13	YES
	Claims	NO
Industrial applicability (IA)	Claims 1-13	YES
	Claims	NO

2. Citations and explanations (Rule 70.7)

1. Citations (as reported in the ISR)

- WO 2001/037955 A (Balan), 31 May 2001
- WO 2002/092178 A (Jacobs), 21 November 2002
- CA 2458847 A (Konami Corporation), 6 March 2003
- WO 2003/037462 A (Mattel, Inc.), 8 May 2003
- WO 1997/049463 A (Jackson), 31 December 1997
- WO 2001/024883 A (Camo), 12 April 2001
- WO 2001/056667 A (Power Ball Limited), 9 August 2001

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2. Novelty and Inventive Step

- The invention defined in claims 1-13 is novel and inventive as the documents cited in the International Search Report do not disclose a game area with at least two longitudinal lanes or at least one positional marking behind the lanes.

A GAME AREA

TECHNICAL FIELD

The invention relates to a game. In particular, a combat game and associated playing area or board in which teams of players or game pieces combat one another using hand-to-hand weapons in order to achieve an objective. The invention also relates to a sword for use in the game.

BACKGROUND ART

For ease of reference only the present invention will now be described in relation to sword sports. However, this should not be seen as limiting as the principle of the present invention may also have application to other hand-to-hand weapons.

In combat sports that utilise hand held weapons such as fencing as well as older historical derivatives such as rapier duelling, combat takes the form of an individual game where players fence one another in one on one bouts or duels.

One derivation that has occurred in modern fencing to incorporate a team competition is that where teams of three or four fencers compete against one another whereby each team member fences the other team member in sequence. The winning team is the team with the highest aggregate score or highest number of victories. This approach is however not a true team event as fencers still compete against one another on an individual basis i.e. there is never a situation where one fencer competes against two or more fencers at any one time.

In eastern sword traditions such as the art of the samurai and the modern equivalent of kendo, the focus is also on the individual. Like modern fencing, bouts or combat are generally completed one on one rather than as a unit or team.

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WHAT I CLAIM IS:

1. A game area for playing a team combat sport wherein the area includes:
 - a perimeter;
 - at least two longitudinal lanes located centrally with respect to the perimeter;
 - at least one positional marking at either end of the centrally located lane or lanes.
2. The game area of claim 1 wherein the lanes and positional markings provide a distinct position that players retain with respect to the game area at the initiation of play.
3. The game area of claim 1 or claim 2 wherein the perimeter area encompasses an area approximately the size of a standard basketball court.
4. The game area of any one of claims 1-3 wherein the number of lanes equals the number of forward players.
5. The game area as claimed in any of claims 1 to 4 wherein the area includes a total of three lanes for three forward players on each team.
6. The game area as claimed in any of claims 1 to 5 wherein each lane is approximately 10 metres long by 1 metre wide and there is a separation of at least 1 metre between lanes.
7. The game area as claimed in any of claims 1 to 6 wherein the markings located centrally behind the lane or lanes are points at which each back player or players and each key player or players must start from at the beginning of each

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round wherein each round is complete once the objective is achieved.

8. The game area as claimed in any one of the above claims wherein the movement of each player within the game area is defined by their designation selected from: forward player, back player, key player.

9. The game area as claimed in any of the above claims wherein the key player or players have no restriction of movement within the game area.

10. A game board for playing a combat board game between players using game pieces wherein the board is a scaled down version of the game area as claimed in any one of claims 1 to 16 and wherein the players are equivalent to game pieces.

11. The game board of claim 10 wherein the perimeter area of the game board encompasses an area approximately the size of a standard chess board.

12. A game area for playing a team combat sport substantially as hereinbefore described and with reference to the Best Modes and figures 2 to 5.

13. A game board for playing a team combat board game substantially as hereinbefore described and with reference to the Best Modes and figures 2 to 5.

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ABSTRACT

A hand to hand combat sport is described including the method of playing the sport, the area on which the sport is played and a preferred sword like hand to hand weapon. A board game version of the sport is also described.

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